



About Orson Scott Card

Orson Scott Card is the author of the novels *Ender's Game*, *Ender's Shadow*, and *Speaker for the Dead*, which are widely read by adults and younger readers, and are increasingly used in schools. Besides these and other science fiction

novels, Card writes contemporary fantasy (*Magic Street*, *Enchantment*, *Lost Boys*), Biblical novels (*Stone Tables*, *Rachel and Leah*), the American frontier fantasy series The Tales of Alvin Maker (beginning with *Seventh Son*), poetry (*An Open Book*), and many plays and scripts.

Card was born in Washington and grew up in California, Arizona, and Utah. He served a mission for the Latter Day Saints Church in Brazil in the early 1970s. Besides his writing, he teaches occasional classes and workshops and directs plays. He recently began a long term position as a professor of writing and literature at Southern Virginia University.

Card currently lives in Greensboro, North Carolina, with his wife, Kristine Allen Card, and their youngest child, Zina Margaret.

Visit Orson Scott Card's website at www.hatrack.com

Books in the Ender's Game Series



Ender's Game
Speaker for the Dead
Xenocide
Ender's Shadow
Shadow of the Hegemon
Shadow Puppets
Shadow of the Giant

Discussion Questions for *Ender's Game*

1. *Ender's Game* has often been cited as a good book to read by readers who are not fans of science fiction. Why does it appeal to both fans of science fiction and those who do not usually read science fiction?
2. Ender's childhood is unusual. Does a person robbed of a "normal" childhood have any possibility of stability as an adult? Does Ender have any chance of living "happily ever after?"
3. Do you think that *Ender's Game* challenges your understanding of how children behave? What does Card think marks the distinction between child and adult?
4. In their thoughts, speech, and actions Card describes children in terms not usually attributed to children. In the introduction to *Ender's Game* he states that he never felt like a child. "I felt like a person all along -- the same person that I am today. I never felt that my emotions and desires were somehow less real than an adult's emotions and desires." Do contemporary teens feel this same way? Do you think that only gifted children feel this way or is it a universal feeling?
5. How does Ender's continual belief that he is like Peter affect his development? How is Ender like and unlike Peter? How does empathy play a role?
6. Peter appears to be the personification of evil, but, as Locke, he acts as a good person. How does Card treat the concept of good versus evil in *Ender's Game*?
7. The Buggers communicate telepathically using no identifiable external means of communication. Was it inevitable that war would have to occur when two sentient species met but were unable to communicate?
8. Is *Ender's Game* really about war?
9. Think about the ethics of Earth's solution to the previous invasions. Does the threat to Earth justify the Battle Schools?
10. Why do you think Battle School training involved playing endless games? Did the games do what they were intended to do?

11. Why doesn't Ender leave the Battle School? Why are there so few girls in the Battle School?
12. Why do you think that they kept breaking up the groups every time Ender got his command together? Was this truly productive in making him a better commander?
13. Talk about some of the other characters in the Battle School. How are the roles of Bean and Petra important to the story?
14. Was the ending realistic? How would a different ending have affected the tone of the novel? What other ending do you think might have been possible?
15. The government in Ender's world plays a huge role in reproductive decisions, imposing financial penalties and social stigma on families who have more than two children but exerting pressure on specific families who show great generic potential to have a "third" like Ender. Is government ever justified in involving itself in family planning decisions? Why or why not?
16. Is genocide, or in the case of *Ender's Game* where an entire alien race is annihilated, xenocide, ever justified? Was the xenocide of the buggers inevitable?

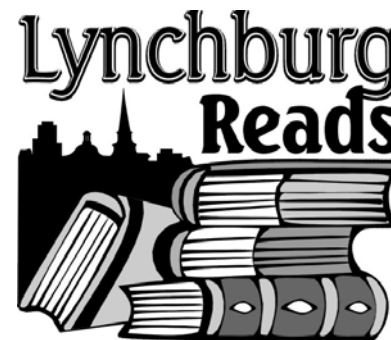
Lynchburg Reads Events – Free and Open to the Public

Book Discussions

- Lynchburg Public Library Community Room
Wednesday, March 15 at 1:00 PM
- Givens Books, 2236 Lakeside Drive
Monday, April 17 from 7:00-8:00 PM
Call 385-5027 to register

Author Appearance – Randolph-Macon Woman's College, Smith Hall -
Tuesday, April 18 at 7:30 PM

Lynchburg Public Library
2315 Memorial Ave., Lynchburg, VA 24501
455-6310
www.lyncburgva.gov/publiclibrary



2006

Ender's Game

by Orson Scott Card

Andrew "Ender" Wiggin thinks he is playing computer-simulated war games; he is, in fact, engaged in something far more desperate. The result of genetic experimentation, Ender may be the military genius Earth desperately needs in a war against an alien enemy seeking to destroy all human life. The only way to find out is to throw Ender into ever-harsher training, to chip away and find the diamond inside, or destroy him utterly. Ender Wiggin is six years old when it begins. He will grow up fast.

COMING TO LYNCHBURG!

Orson Scott Card

R-MWC Smith Hall

Tuesday, April 18 at 7:30 PM

FREE ADMISSION